TINY EPIC GAME OF THRONES™

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Prologue

In the captivating realm of Westeros, players take on the role of mighty houses, each with their eyes set on the illustrious Iron Throne. The path to victory is twofold, demanding triumph on both the sprawling battlefields that stretch from the vibrant Rainwood to the icy reaches of the north, as well as in the intricate duels fought on a more personal scale. Here, the actions of a single enigmatic figure can tip the scales in favor of an outnumbered adversary.

In *Tiny Epic Game of Thrones*, you engage in a fierce struggle for dominion over the various houses. With deft skill, you must manage your armies and other resources, strategically maneuvering your forces to secure your claim to the throne. The game of thrones is not merely won through brute force, but also through cunning plots and calculated moves.

Prepare to immerse yourself in a world where power and influence are the currency of the realm. As you navigate the treacherous landscape of Westeros, your every decision will shape the destiny of your house. Will you rise above the rest and seize control of the Iron Throne, or will you be swept away by the tides of ambition and betrayal?

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Components

6 Map Mats

1 Action Mat

1 Score Mat

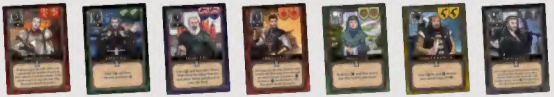
1 Round Mat

5 Action Dice

Backs

45 Plot Cards

7 Hero Cards



8 House Mats

72 Power Tokens
(9 in 8 colors)

8 Shield Tokens
(1 in 8 colors)

7 Hero Figurines

4 Gold Coins

12 Castles

1 Iron Throne

1 Hand of the King

2 Vengeance Tokens

1 Crown

Solo Game Components

12 Rival Cards

7 Solo Hero Cards

Game Setup

1. Place the **6 Map Cards** in the center of the table, laid out in three rows of two, to form the **Map of Westeros**:

   1A. Note the **compasses** on each Map Card in the upper corner (*NW/NE/W/E/SW/SE*) and lay them out to match the following:

Top Row:	NW	NE
Middle Row:	W	E
Bottom Row:	SW	SE

2. Place the **Score Mat** next to the Map, and the **Round Mat**, flipped to the *STANDARD* side, directly under it. Then on the Round Mat's track, do the following:

   2A. Place the **Round Marker** on the first space on the left, marked with a crown icon.

   2B. Place the **2 Vengeance Tokens**, one on each of the marked spaces after spaces *3* and *5*.

3. Place the **Action Mat,** flipped to the *STANDARD* side, on the opposite side of the Map and place the **5 Action Dice** nearby.

4. Each player selects a house (any of the 7 other than Arryn) and the **House Mat** for that house:

5. Place your chosen **House Mat** in front of you and flip it so the side marked *PLAYER* in the bottom left.

On your **House Mat**:

5A. Place your house's **9 Power Tokens** on the marked spaces on your House Mat's *Force Track*, lying face up.

5B. Take the **leftmost Power Token** on the track, and place it into your **home domain** on the Map (listed on your mat), standing upright.

5C. Place your house's **Hero Figurine** in your home domain. Place its matching **Hero Card** in your play area as the first card in your hand of cards (see *step 7*).

5D. Place your house's **Shield** next to the first space on the Score Mat, icon-side up.

5E. Place a **Gold Coin** on your mat's Gold Track on the *3* space, marked with the star.

6. Randomly select **3 of the unchosen House Mats**, then place them, along with the **House Arryn's mat**, in a row above the Map, NON-PLAYER side up. These are the 4 non-player houses for this game. The rest can be returned to the box (in a 4-player game, all 8 house mats are in play). For each mat:

6A. Place the house's **Shield** on the marked spot, icon-side up.

6B. Place **3** of the house's **Power Tokens** onto the home domain listed on the mat, standing upright.

6C. Place the remaining **6 Power Tokens** onto the image of the house's castle on its mat. This is its Token Pool.

6D. Place the house's **Hero Figurine** onto the circle labeled "Hero," and its **Hero Card** next to the mat. (House Arryn does not have a Hero Figurine or Card).

7. Shuffle the **Plot Cards** to form a face-down deck. Then **deal 4 cards** to each player, adding them to their single Hero Card to form a hand of 5 cards. These cards are kept secret from other players. Place the remainder of the deck within reach of all players, with room for a discard pile.

8. Place the **Iron Throne** onto the spot with the matching icon in King's Landing on the *E* Map Card.

9. Place the **12 Castles** onto the domains with a castle icon ( ) on the Map.

9A. Each player begins with control of 1 Castle, in their home domain. Each player places that Castle on their Gold Track on the *9* space.

10. Give the **Hand of the King** (first player token) to the player who last attended a renaissance fair (or else use your own method to determine the first player).

Game Overview

The game is played over a series of six rounds (noted on the Round Track), intermixed with three scoring phases (marked with ♛):

1. Rounds 1-3 are played
2. Initial Scoring Phase
3. Rounds 4-5 are played
4. Intermediate Scoring Phase
5. Round 6 is played
6. Final Scoring Phase

Each round, each player takes a turn as the active player (the first player is marked with the Hand of the King), leading play while everyone else chooses whether to follow the active player's action.

After all players have taken a turn, the round ends. Players then check for alliances, collect taxes, and the Hand of the King passes clockwise. After playing rounds 3, 5, and 6, a scoring phase takes place, where players earn victory points based on how much of Westeros they control, plus additional bonuses based on scoring objectives of their house. After scoring the sixth and final round, the player with the most victory points is crowned the Lord of the Seven Kingdoms.

Resources Overview

The five main resources that you manage for your house are your Plot Cards, Castles, gold, Power Tokens, and alliances with non-player houses.

Plot Cards

Cards are kept in your hand, hidden from the other players. These are used to scheme for alliances, augment war efforts, and trigger unique events. You can have at most **4 Plot Cards** in your hand at any time (excluding your Hero Cards). If the draw deck is empty, then shuffle the discards to refresh the deck.

Castles

Prove your legitimacy to the throne by controlling castles, which you gain by controlling that castle's domain. Place each castle token you control on your Gold Track, covering one space each, from right to left.

This represents the upkeep required to maintain the castle as your maximum gold can never exceed the number of open spaces on your track. If gaining a castle means you have too much gold, move your gold coin one space to the left. If you lose control of a castle domain, or decide to abandon it, either give the castle token to its new owner or return it to its domain (if no one owns it).

Gold

Your house's wealth is tracked by the **Gold Coin** on your House Mat's Gold Track.
You gain, spend, and lose gold by moving the coin forward and backward, but you cannot exceed the 9 gold space, or the limit imposed by the castles you control. Also, you can never go lower than 0. Gold is used to recruit armies, plot against other houses, pay for your defenses in battle, or pay for the Event actions of Plot Cards.

Power Tokens

Each house (both player and non-player) has **9 Power Tokens**. These tokens represent different things based on where they are placed and who owns them:

Any Power Token on the Map of Westeros represents military strength for the house that controls it (see *Battling*, p14). *For instance, a Lannister Power Token in Casterly Rock represents one military strength.*

When on the Force Track of your House Mat, these represent military units that you may pay gold to Recruit (see p10).

When non-player Power Tokens are in the Ally Pool of your House Mat, they represent leverage that you have gained over that house through Plots (see p13). Whichever player has the most Power Tokens of a specific non-player house in their Ally Pool controls that house (see *Alliances*, below).

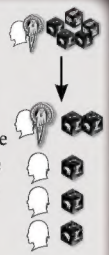
When they are of a non-player house and are on their own House Mat, they are undesignated and can be taken and used for either purpose (to boost a player ally's troops or to build leverage over the non-player house).

Alliances

A key element of the game is that each non-player house starts the game as a potential ally. Being the first to gain **2 of a non-player house's Power Tokens** in your Ally Pool potentially grants you that house's **Shield** and therefore, their alliance (see *Checking Alliances*, p17). Once you are a non-player house's ally, all of that house's Power Tokens on the map are now considered military strength for your house, and tokens on their mat may be recruited as well.

However, do not get too comfortable, as loyalty is fleeting. Alliances are checked at the end of each round. Players with at least 2 Power Tokens, and more of that NP house's Power Tokens than anyone else, gain the alliance of that house. See p17 for more details on how alliances are earned and how they change.

Playing a Round



In each round, players take turns in clockwise order performing actions based on dice, locking each of them onto the Action Mat. At the beginning of each playing round, the player with the **Hand of the King Token** will roll all 5 dice. Then, starting with the player to the right of the player with the Hand of the King Token, and going in counter-clockwise order, each player selects one of the available dice and places it into their play area for use on their turn. The player with the Hand of the King Token receives the remaining two dice and begins the round.

For a 3-player game: The player to the right of the player with the Hand of the King Token (first) selects a die to place into the **left slot** at the bottom of the Action Mat, then (second) selects a die to place in their play area. Then, the die selection process will continue as normal.

For a 2-player game: The player without the Hand of the King Token (first) selects a die to place into the **left slot** at the bottom of the Action Mat, then (second) selects a die to place in their play area. Then, the player with the Hand of the King Token (third) selects a die to place into the **right slot** at the bottom of the Action Mat, then, then begins the round.

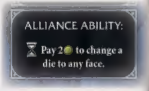
On Your Turn

If you have two Action Dice, you are considered the "active player" and perform the following steps:

1. Choose one of the two dice to place on the Action Mat, placing it in one of the **open Action Slots** on the right side of the mat. The first player of each round has all 6 Action Slots to choose from. The icon in the slot you select determines an **Optional Action** that only you ***may*** perform first, before performing the die's action (see next page).
2. You then ***may*** perform the action shown on the die (see p10).
3. Going in order around the table clockwise, all other players may also "follow" your die's action, performing it as well (see next page). Players may always follow a die, even if the active player chooses not to perform it.
4. Once all players have decided whether or not to follow the active player's action, pass the unused die to the player clockwise of you, making sure not to change its rolled die face. With 2 dice, that player is now the active player and takes a turn.

Changing a Die Face

House abilities, whether your own or gained through alliances, give you the ability to change the face of one of your two dice on your turn, or even to reroll your dice. The die you change does not have to be the die you place on the Action Mat (see p10).



Optional Actions

When you are the active player, you, and you alone, have the option of performing an additional action before your chosen die's action. The Action Slot where you place your die shows one of the six icons you may take as an Optional Action. *For instance, placing a March die on the Recruit slot means the active player alone can perform a Recruit before performing their die's March.* You can only choose your optional action from the remaining open slots, and not those already covered up by a die from a previous player.

Following Actions

After the active player performs their Optional Actions, each player going in clockwise order may choose to follow the die action chosen by the active player. *For instance, you choose to perform the die action March. After you complete your March, all other players, in clockwise order, may also choose to March.* There is no alternative benefit gained if you do not follow.

All Players Take a Turn

Continue taking turns in clockwise order until all players have had a chance to be the active player. Then, starting with the player who has the Hand of the King Token and going clockwise, check alliances (see pg17). Then players simultaneously Collect Taxes (see p18). Pass the **Hand of the King Token** to the next clockwise player, and the round is now over (see p18). Either start the next round or score (see p19).

Changes for a 2- or 3-Player Game

After all players have taken turns as the active player and before Checking Alliances, all players now may **follow** the die (or dice) at the bottom of the Action Mat. Starting with the first player and going clockwise:

For 3 players: each player chooses whether or not to perform the action of the die at the bottom of the mat.

For 2 players: each player chooses whether or not to perform the left die action first. After all players have had an opportunity to perform the first action, each player chooses whether or not to perform the right die action.

Performing Actions

The 5 Action Dice are identical. There are six icons on each die, each representing an action you may perform. All are listed on the Action Mat. They are:

Recruit

March

Sail

Whisper

Plot

Event

Action: Recruit

You may Recruit **one or two Power Tokens**, deploying them onto the Map. The tokens may come from either your house's Force Track or from the mat of a non-player house that you have an alliance with (see *Plot*, p13). Power Tokens can be Recruited from any combination of these two sources:

1. **From your house:** You may pay the gold cost listed on the leftmost token's section at the top of the Force Track. Once paid, place the Power Token in any domain you control. However, the number of units in the domain cannot exceed the *Domain Unit Limit* (*DUL*; see below).

For instance, recruiting this token in the picture on the left in the Force Track costs 2 gold. If your Force Track is empty, you cannot recruit Power Tokens from your own house. You may also pay 3 gold to recruit your Hero if it has returned to your mat (see p17).

2. **From an allied house:** You may pay 1 gold to Recruit a Power Token from a non-player house's mat that you have an alliance with. Take the token from the house's Token Pool and place it into a domain that you control (subject to domain limits).

For instance, if Arryn is your ally, it costs 1 gold to Recruit one Arryn token from its House Mat. If it does not have any tokens left on its House Mat, you cannot recruit Power Tokens from that house. You may also pay 2 gold to recruit the non-player house's Hero if it is on its House Mat (see p17). When you recruit a non-player house's Hero, you also gain that Hero's Card. It **does not count against your hand limit.**

Domain Unit Limit (DUL)

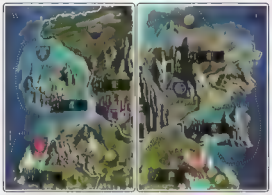
At the end of an action, there can never be more than **3 units from a single house** in a domain. These units include Power Tokens and Heroes. In addition, you may occupy a single domain at the same time with one non-player allied house. So therefore, a domain can have, at most, **6 total units**.

For instance, there are 3 Lannister player units and 3 allied Arryn units in The Eyrie. You cannot combine allied Power Tokens from different non-player houses in the same domain.

Action: March

You may move an army up to two adjacent domains. A march is moving by land any number of Power Tokens you control (your house's and/or an allied house's) from one domain into an adjacent domain. All of the moving units are called an "army."

"Adjacent" requires moving over a border. Corner-to-corner domains, such as *Ashemark* and *The Eyrie*, are not adjacent. However, water borders between domains are considered adjacent: *Pyke* is adjacent to *Riverrun* and *Ashemark*.



When marching units:

- You may move up to **two adjacent domains** (which have white borders). 1 *For instance, you may march from Castle Black, through Last Hearth, to Hornwood.*
- You may move into domains you control, and **pick up and/or drop off units** from your army (including allied tokens) anywhere along your marching path, moving from domain to domain. 2 *For instance starting in Castle Black, dropping off a token and picking up an Arryn from Last Hearth, before moving to Hornwood.*
- You may march from one Map Card to another. 3 *For instance, moving from Hornwood to Winterfell.*

- You cannot move two separate armies from two different home domains with a single March action. All units that move must either be part of the initial army or be picked up along that initial army's path.
- You cannot move through domains with another player's Power Tokens or an unallied house's Power Tokens (unless a power lets you do so). Marching into a hostile domain immediately results in a **battle** (see p14).
- If you end your march in an unoccupied Castle Domain, you take control and add the Castle to the rightmost open space on your Gold Track (see p6).

- You cannot end your march in King's Landing unless you currently control **3 Castles** (see p16). However, you may move through King's Landing if it is not currently occupied by another player or unallied house.
- The final result of a march cannot exceed the *Domain Unit Limit* (see previous page).

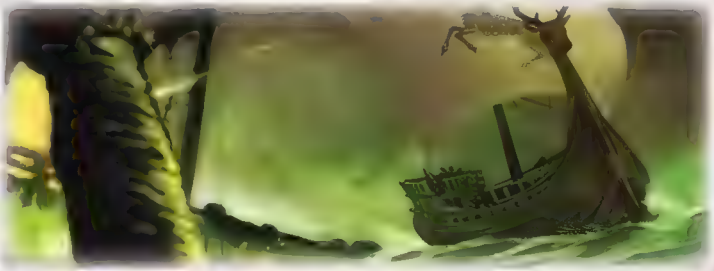
Action: Sail

You may move an army a large distance by sea around Westeros, from one domain to a domain on another Map Card up to two seas away. All domains have a coast, so you can launch or end a Sail action at any domain. The seas of Westeros are the deep blue waterways on the outer edges of each Map Card. Westeros is divided into six seas marked by the compass icon in their top corners.

When sailing units:

- You may move to any land domain up to two Map Cards away from your current card, moving either clockwise or counter-clockwise around Westeros. 1 *For instance, you could sail from Winterfell 2 Map Cards counter-clockwise to Old Town.*
- You cannot sail to a domain on your current Map Card. 2 *For instance, you cannot sail from The Reach to Sunspear.* You cannot sail "north" above the *NW* and *NE* Map Cards to travel to the opposite side. 3 *That is, you cannot sail North of the Wall.*
- You may end your Sail at a domain you control (either with your Power Tokens or an ally's). However, sailing into a hostile domain immediately results in a **battle** (see p14).

- If you end your sail in an unoccupied Castle Domain, you take control and add the Castle to the rightmost open space on your Gold Track (see p6).
- You cannot end your sail in King's Landing unless you currently control **3 Castles** (see p16).
- You must always end your sail in a domain; a sea cannot be occupied by any units and the final result cannot exceed the *Domain Unit Limit.*



Action: Whisper

Discard as many Plot Cards as you wish from your hand, gaining **1 gold** for each discarded card, and then redraw up to the hand limit of 4 (Hero Cards do not count against your hand limit). You may never discard Hero Cards. Discarded Plot Cards go to the discard pile. *For instance, discarding 2 Plot Cards from your hand gains you 2 gold, and then you draw cards up to your hand limit of 4 cards.*

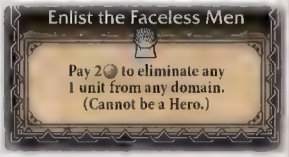
Action: Plot

You may gain Power Tokens to your Ally Pool from a non-player house to be used as leverage against them. Play a single Plot Card from your hand, and perform a Plot affecting any house whose Shield is listed in the upper-right corner of the card. Each Plot action costs gold, and if the Plot Card has more than one Shield, you may choose to act against either or both. **If the Shield is for a:**

1. **Non-Player House:** Pay 1 gold to take a Power Token from that house's Token Pool on its mat and add it to your Ally Pool. If there are no tokens in its pool, then choose a player with one of the tokens in their Ally Pool and return it to its house's pool. That Power Token is now available to gain with another Plot. *For instance, an Arryn Shield allows you to gain 1 Arryn Power Token.*
2. **Your Own House:** Pay 2 gold to take a Power Token of ANY non-player house and place it in your Ally Pool. *For instance, a Lannister Shield allows you to gain 1 Arryn Power Token, if you are playing the Lannisters.*
3. **An Opponent's House:** Pay 3 gold to steal any 1 Power Token from that player's Ally Pool and place it in your pool. That player does not gain the 3 gold you spent. *For instance, a Stark Shield allows you to steal 1 Arryn Power Token from the Stark player.*

After playing and resolving a Plot Card, place it into the discard pile.

Action: Event



Accomplish a powerful action, such as altering alliances, maneuvering armies, or launching a powerful intrigue against your opponents. Each is unique and thematic to the captivating story!

Events may have a cost or prerequisite listed. If you cannot pay or meet this, then the card cannot be played. If the card involves a Hero, you must already have control of a Hero on the Map. After resolving, place the card into the discard pile.

If an Event says to "***eliminate***" a unit, this means to remove the unit from it's location and return it to its House Mat.

Battling

When you enter a domain that an opponent or a non-allied house controls, it results in a battle. The player who triggered the battle by entering the domain is the attacker. To determine each side's **military strength** (⚔), follow these steps:

1. The attacker (⚔) may immediately play one face-down Plot Card from their hand for free (attackers do not pay). This card's strength bonus is based on the icon in the top left corner of the card, but it may also represent a ***Special Battle Action*** that you may perform (see next page).

2. The defender (🛡) then may also play a face-down Plot Card from their hand. However, they are required to **pay any gold cost** (listed under the card's battle icon). If battling a non-player house that is not in an alliance, then draw and reveal the top Plot Card from the deck for its battle icon (it does not need to pay gold).

3. Both sides total their strengths based on their units in the domain:

- Each **Power Token** in the domain contributes 1.
- Each **Hero** in the domain contributes 2.
- If a defender controls a **Castle** in the domain, it contributes 1.
- If defending King's Landing, the **Iron Throne** contributes 2.
- Both sides now reveal any **played Plot Cards** and add any 🛡 listed in the top left corner.
- Note any additional 🛡 from an Event that the attacker may have used to initiate this battle.

In this example, House Lannister is attacking House Stark at Winterfell:

Attacker (Lannister):

2 Power Tokens, 3 Tokens, and Jaime Lannister total 7.

The Plot Card adds 5.

The Lannisters' total is 12.

Defender (Stark):

3 Power Tokens and Eddard Stark total 5.

The Castle adds 1.

The Plot Card adds 5 and Stark must pay 3 to play.

The Starks' total is 11.

The Lannisters win the battle, gaining 1 Victory Point and the Castle! House Stark must lose 1 unit and then retreat (see next page).

Resolving the Battle

The side with the higher total wins the battle. If there is a tie, the defender wins.

- The player who wins the battle is awarded **1 Victory Point** (1), moving their token forward 1 space on the Score Track. They also remain in the domain and do not lose any units.
- The losing side must immediately **lose 1 unit** from that domain.

  If the losing side is a player: They must lose either a Power Token or a Hero from that domain. If they had allied Power Tokens in the domain, they must lose one of those tokens and it goes to the winning player's Ally Pool. If they did not have allied Power Tokens in that domain, then they can choose to lose one of their own Power Tokens or a Hero, and they gain any benefit listed for returning the unit to its spot on their House Mat (see p17).

  If the losing side is a non-player house: The winner takes 1 Power Token of the non-player house from the domain and places it in their Ally Pool.

Then all of the remaining losing units from the battle must Retreat (see below).

Retreating

All units in the domain that belong to the losing side must move, by land, out of the domain to the nearest friendly domain with available capacity that they control, or to the nearest Fief domain that is unoccupied by any house. This domain's distance is counted as if they were marching. Follow these movement rules when your army is retreating:

- You may move any number of domains, and through enemy domains (this does not start a battle), to reach the nearest unoccupied Fief domain or friendly domain that can support the number of units moving.
- You must follow the *Domain Unit Limit* rules (see p10). If there are no domains on the Map that can support the number of units moving, then you must return any retreating units that would go over the limit back to their mats. You still gain the benefits for the returning tokens.
- If two or more closest available domains (either friendly or unoccupied) are equidistant, then you may choose which domain to move to.
- You can only retreat into King's Landing or a Castle domain if you control it and no other option are as near.

Special Battle Actions

Listed on the tops of some cards are special icons. These include:

Retreat

Immediately retreat from the battle (see above). The other player does not gain a Victory Point for winning. If both players retreat, the defender retreats first.

Conscripts

Gain from each friendly unit in domains adjacent to the one the battle is in. Gain for each Power Token, and for each Hero. These units offer their strength, but remain in their domain and do not lose units or retreat.

Secret

You must draw the top Plot Card from the deck and resolve it as if you just played it. If defending, you only pay the 1 gold show on your chosen card. You do not have to pay the gold of the card drawn.

Sitting on the Iron Throne

The domain of King's Landing operates differently than other domains. First, you must control at least **3 Castles** to either march or sail into it, and you may not retreat into it if it is unoccupied.
When you meet the 3 Castle requirement, only then can you move into King's Landing and gain the Iron Throne, adding it to your Ally Pool. Having it offers these benefits:

- The Iron Throne is a "**wild**" Power Token in your Ally Pool, meaning sitting on it counts as **1 Power Token for every non-player house**.
- When King's Landing is attacked, it offers 2 in defense.
- You gain 1 during a scoring round if you have enough units recruited (see *House Objectives*, p19).
- Ally Power Tokens may occupy King's Landing with you, but be careful—losing that alliance means that you must retreat.

Losing Control of King's Landing

If you no longer control 3 Castles then you must **immediately retreat** from it (see p15). Return the Iron Throne to its spot on King's Landing.

Returning Power Tokens or Heroes

When you are instructed to return or remove any unit, you are returning it to its House Mat, and you gain a benefit listed on the spot you return it to, including gold, Plot Cards, or even Victory Points:

- **Your Power Token:** Place the token in the **rightmost** open space and either gain 1 or draw a Plot Card (1).
- **Your Hero:** Place it on its spot on your House Mat and gain 2 and 1 (see next page).
- **A Non-Player Power Token:** Return it to its House Mat, and receive nothing.
- **A Non-Player Hero:** Return it to its House Mat, and gain 1 and 1 (see next page).

A House's Final Unit on the Map

If a house is down to a single unit (either a Power Token or Hero) on the Map, that unit cannot, for any reason, leave the Map. That unit cannot attack alone, be attacked by other players, or be eliminated by an event. This is true for units of both player and non-player houses. However, that final unit may battle, and be battled, if it shares its domain with at least 1 ally's unit that is not the last unit on the map of that allied house.

Heroes and Houses

Each house, except for House Arryn, has a Hero which consists of two components:

1. A **figurine** that acts as a powerful unit while on the Map, offering 2 in battle.
2. A **card in your hand** that can be played for plotting, a powerful event, or as strength to be secretly played in a battle. Once played for any of those purposes, the card remains face-up in your play area (it is not removed from the game when played as an event). Hero Cards are returned to your hand after the end of each round. A Hero must be on the Map in order for you to have its Hero Card in your hand.

If you lose a Hero, you lose its Hero Card as well until you have recruited it again (see Recruit p10). Having an alliance also grants you an **Alliance Ability** that can be used on your turn (see each House Mat's non-player side).

Checking Alliances

When you have **2 of a non-player house's tokens** in your Ally Pool, you may potentially gain that house's alliance (see below).

After all players have taken a turn as active player in a round (and chosen whether to perform the additional dice in a 2-3 player game), then it is time to check alliances. Starting with the player who has the **Hand of the King Token** and going clockwise, award alliances to the players who have at least **2 Power Tokens** of a non-player house AND more of its Power Tokens in your Ally Pool than anyone else.

If more than one player have an **equal number of Power Tokens** for a non-player house and one of those players are **already allied with that house**, they retain the alliance. If none of the tied players are already allied with that house, the player who comes first in player order gains the alliance. The Shield from that house's mat is placed in their play area (you must have at least 2 Power Tokens of a non-player house to have an alliance with them).

Having an alliance immediately grants you these benefits:

- All of that house's Power Tokens on the map are now under your control, along with the domain(s) they occupy and any **Castle(s)** they control. Move any Castles gained to your Gold Track.
- You may occupy domains with those units, as long as they are the only non-player house in a given domain.
- You have the option with future Recruit actions to recruit their Power Tokens or Hero to domains you control (see Recruit p10). When you recruit a non-player house's Hero, you also gain that Hero's Card. (It does not count against your hand limit.)

Losing an Alliance

Just as easily as you gained an alliance, you can lose one as well: **when Checking Alliances** if another player has **more of an ally's Power Tokens than you in their Ally Pool**, or possibly by them controlling **the Iron Throne** (see pg16), than that player **steals the alliance** from you. Follow these 3 steps:

1. That player immediately takes the house's Shield and control of all the non-player house's units on the Map, including its Hero and Hero Card if on the Map.
2. For each domain that you share with your former ally's units, your units must retreat (see p15).
3. Since that player is gaining an alliance, they then immediately also gain any Castles that the non-player house controlled (any domain with those non-player units and a Castle).

Alliances cannot be lost during the round, unless due to an event. If you lose an Ally Token from your Ally Pool, and that brings you below 2 tokens for that ally, retain that alliance until alliances are checked at the end of the round. If no players are eligible for that alliance, then return the Shield and Hero Card (if taken) to its House Mat. The player still must retreat from all shared domains, and return any lost Castles back to their spots on the Map.

Collecting Taxes

Fief Domains

King's Landing

After Checking Alliances, it is time to Collect Taxes, advancing your **Coin 1 space** on your Gold Track for each gold gained. First, gain **gold** ( ) and **Plot Cards** ( ) from any open space on your **Force Track** as a result of recruiting. Plot Cards are gained in player order starting with the player who has the Hand of the King Token. Then, gain 1 gold from each **Fief Domain** you control—These domains do not have castles and instead have a single gold icon listed on their Map Card. Advance your Coin 1 space on your Gold Track for each gold gained from collecting taxes, and if you control King's Landing, advance an additional 2 spaces.

Culling the Ally Pools

After players collect taxes, cull the number of Power Tokens in each player's Ally Pool down to just **2 tokens per non-player house**, returning excess to their tokens' House Mats. This will not cause any alliance changes. *For instance, culling a third Tyrell and a third Arryn token from your Ally Pool.*

If a player controls King's Landing and now has more Power Tokens for a house they are not allied with, that will be resolved when Checking Alliances at the end of the next round.

End of the Round

After checking alliances, collecting taxes, and culling, advance the **Crown** 1 space on the Round Track. If the next space is a scoring phase (marked with a ♛) then proceed to the Scoring Phase (see next page). If not, then start the next round.

Scoring Phase

There are three scoring phases in the game where players **advance their Shields** on the Score Track: one after round 3, one after round 5, and then a final one after round 6. If your score exceeds 30, flip your Shield to its *30+* side. Players gain Victory Points based on following:

Number of Castles you control compared to all other players:

	4	3	2
Most	4	3	2
Second most	3	2	1
Third most	2	1	-
Fourth most	1	-	-

If there is a tie, all tied players get the **full points of the level they tie for**, and any players afterward get their full points too. *For example, if 2 players in a 3-player game are tied for most Castles, then both players gain 3, and the remaining player ranks second most, gaining 2.*

House Objectives: specific requirements are listed at the bottom of each player's House Mat. These objectives are connected to Power Tokens you have recruited from the Force Track. You must have all Power Tokens above the objective recruited and control the required domains to score the bonus points. Note: the last objective on each mat does not require controlling a domain. *For instance, House Lannister **does not gain** 1 for their control of 2 Fief domains since they have recruited only 3 Power Tokens and not 4.*

Vengeance Tokens

When the Crown reaches a Scoring Phase and lands on a Vengeance Token, the token is given to the player with the **lowest Victory Point score** after the Scoring Phase is resolved. For the rest of the game, this player now gains 1 Victory Point anytime they start a battle (even if the battle is halted by a Retreat or other effect). It is possible to get both tokens and this means you get 2 Victory Points for starting a battle! If players are tied for the fewest points, the token for that phase is not given to a player and is instead removed from the game.

Starting the Next Round

The player given the **Hand of the King Token** (clockwise from last round's first player) is the new first player. Give them all 5 dice to roll and start the next round.

End of the Game

After the final Scoring Phase, the player with the **most Victory Points** is crowned the Lord of the Seven Kingdoms! If there is a tie, use these steps to break the tie:

Who has the Iron Throne > Who controls the most Castles > Who currently has recruited the most of their house's Power Tokens > Who has the most gold > If there is still a tie, share victory ... just sleep with one eye open.

Solo Play Variant

A rival house stands between you and the Iron Throne. This house is cunning, utilizing a deck of solo cards: a dark, clockwork mastermind making its devious decisions. It is a foe you, and you alone, must conquer ... or die trying.

7 Solo Hero Cards

12 Rival Cards

Solo Setup Changes

Set up for a 2-player game, with these changes:

1. After you choose your house, take the deck of Solo Hero Cards and remove your house's hero from the deck, and then shuffle and draw **1 Solo Hero Card**. This is the Rival Hero and House you will be playing against (you may also choose a specific hero and house if you wish). Return all unused Solo Hero Cards to the box, but you may keep one to use the back of it as a *Solo Rules Quick Reference.*

2. Set up the **Rival House Mat** and play area:
   - **A.** The Rival does not need a hand of Plot Cards or its standard Hero Card. Place the chosen **Solo Hero Card** face-up to the right of the House Mat.
   - **B.** Do not place a Gold Coin (it does not track gold).

   - **C.** Shuffle the **Rival Cards** and form a face-down deck to the left of the mat.
   - **D.** Instead of placing your Castle on your Gold Track, place the **Rival's Castle** on *space 9* of your track (yours are placed to the side).

3. Flip the **Round and Action Mats** to their *SOLO* sides.
4. Place **2 unused Gold Coins** near the Action Mat.

5. Give yourself **3 Action Dice**, and place **2 Action Dice** in the Rival's play area.
6. The **Hand of the King** is not needed. Leave it in the box or place it in front of you if you wish. You are always the first player in each round.

Setting Up for Increased Difficulty

- **Hard**- The Rival starts with 1 alliance: draw Plot Cards until the first non-player shield icon appears (starting with the leftmost). Place 2 Power Tokens and the Shield from that house in the Rival's Ally Pool. Give it 3 starting Victory Points. Shuffle the drawn Plot Card(s) back into the deck.
- **Epic**- Use the method above to determine 2 starting alliances, and give the Rival **5 starting Victory Points**.

Solo Game Overview

The Rival fills the role of the second player, and its decisions are driven by its Rival Cards. Remember this ***Golden Rule***: "The Rival wants to complete its actions to the best of its ability." For example, if it says to recruit two units into a domain, but there is only space for one, then it will recruit only one. The structure of each round is different than a standard 2-player game:

1. **Roll Your Dice:** you first roll all 3 of your dice.
2. **Your Turn:** of your rolled dice, place 1 die onto the Action Mat.
3. **Rival Turn:** Roll 1 of the Rival's dice and draw 1 Rival Card. Place the die on the Action Mat's Rival Slot and resolve its action based on the card (see below) and the die. Afterward, you may follow the die, but not the card action.
4. **Your Turn:** repeat of step #2.
5. **Rival Turn:** repeat of step #3.
6. **Checking Alliances, Collect Taxes, and Dice Cleanup** (see p24).

You and Rival continue taking turns, each gaining victory points from winning battles and Scoring Phases until after round 6, the Score Track determines the winner.

Your Turns: Steps 2 & 4

You always take the first turn of the round, selecting 1 die from the 3 dice you rolled. You may use Hero and Alliance Abilities to change the faces of your dice. As normal, when you place a die on an Action Mat's slot, you may perform its Optional Action. However in later rounds, two slots are covered with coins which dice cannot be placed on (see p24). For your second action, choose a die from the 2 remaining dice. The third die is not used. The Rival never follows your actions.

Rival Turns: Steps 3 & 5

Do two things to start each Rival Turn:

1. **Roll one of its dice** and place it in the leftmost Rival Action Slot at the bottom of the Action Mat.
2. Draw and reveal a **Rival Card** from the deck (discard the previous card to the game box if there is one).

Rival Controlling Castles

If the Rival gains a Castle, instead of placing it in its play area, place it on the rightmost space on your Gold Track that doesn't have a Castle. Your Gold Coin can never share the same space as a Rival Castle (move it left if needed) and your gold maximum amount is the space to the left of the leftmost Castle. When the Rival loses a Castle, take the leftmost one from your track.

Rival Actions

To determine the Rival's Actions, refer to the icons at the top of the Rival Card. There are **3 pairs of icons**, and one of these icons will match the die the Rival rolled: its paired icon will be the Rival's **first action**. The die is the Rival's **second action**, which you may follow.

In the example shown above, if a Whisper is rolled, its first action is a March.

Rival Actions: March and Sail

For both of these actions, the Rival moves its hero and companion Power Tokens in the Hero's Domain **directly to the domain** listed on the Rival Card. First, note the row of Map Cards that the Rival Hero is in: *North*, *Central*, or *South*. Listed on the card, there are different domains for either March or Sail actions. Move the Rival Hero and companion units to the target domain, always **leaving 1 Power Token behind** in its starting domain if able to (prioritizing a choice of its own house's units over allies). *For instance, marching from Casterly Rock moves the Rival Hero Jaime to the Shield Islands, and it leaves 1 Power Token behind.*

There are several outcomes that can occur due to this movement:

- If unoccupied (moving ends without further issue). If this is a Castle Domain, the Rival immediately gains the Castle.
- If occupied by Rival units or its allies. The Rival instead moves directly to its NEXT TARGET (see below).
- If occupied by your units, which results in a battle (see next page).

Rival moves to NEXT TARGET

When the Rival is told to move to NEXT TARGET, refer to text under the House Objectives at the bottom of its House Mat to make a movement decision. Using the Power Tokens on its Force Track, and reading from the left to right, target the first domain not already controlled by the Rival:

NEXT TARGET: Casterly Rock
NEXT TARGET: Unoccupied Fief
NEXT TARGET: Fief Occupied by You
NEXT TARGET: King's Landing
NEXT TARGET: Occupied by You

First, if the Rival's **starting domain** is not controlled by them, move there.

Then, if any of the Power Tokens in next section from the Force Track are absent, it targets the nearest **unoccupied Fief Domain**. Once tokens are absent from the next section, it targets the nearest **Fief that YOU occupy**. (If there is a tie, you choose.)

Once Power Tokens are absent from this section, the Rival targets **King's Landing**. which they do not need 3 castles to enter.

After controlling King's. Landing, they target the nearest castle.

Rival Action: Recruit

Listed on the Rival Card are the instructions for where new Power Tokens from House Mats should be added. There are a few important Recruit instructions to note:

- "Rival units" are from the Rival's house, and "ally units" are from the Rival's current allies. If the Rival has no allies, then ignore "ally unit" instructions.
- The "strongest Ally" is the ally for which the Rival has the most Power Tokens in its Ally Pool. If there is a tie for the most, you choose which.

Rival Action: Plot

Immediately draw the top card from the Plot Deck and resolve the shield(s) listed on it (discard the card afterward):

- **Non-player house:** place 1 of that house's Power Tokens in its Ally Pool.
- **Your house:** you must transfer any one token of your choice from your Ally Pool to the Rival's.
- **Rival's house:** the Rival places 1 Power Token from their strongest ally (the one with the most Power Tokens in the Rival's Ally Pool) in its pool. If there is a tie, you choose which non-player house it takes.

Rival Actions: Whisper and Event

Whisper and Event actions are combined into a special action listed on the Rival Card, similar to the regular Event action. In addition to resolving this action, **draw the top Plot Card and remove it from the game as if the Event had occurred.**

Battling the Rival

When the Rival battles, it gains its strength from three sources:

1. Its Hero (whose strength is listed on its Solo Hero Card) and Power Tokens.
2. A random card drawn from the Plot Deck, which is added.
3. Any additional strength from Whisper/Events or Hero Card Abilities.

Determining the outcome is the same as in the Standard Game, with some changes:

- You must always decide whether to commit your optional card to the battle first, before the Rival draws and reveals its card.
- Whether attacking or defending, the Rival does not need to pay any gold cost.
- If the Rival plays a Retreat ( ), the Rival always retreats. If it's the attacker, it returns to the previous domain that it just moved from. If it's the defender, it would retreat to the nearest unoccupied or Rival-controlled domain.
- The Rival Hero can never be removed from the Map. If the hero is defeated in battle, the Rival still loses 1 unit, prioritizing an Ally Power Token over its own house's units. If none of the losing units in a battle can be removed, then all of them retreat.

Checking Alliances, Collecting Taxes, and Cleanup: Step 6

After you and the Rival have taken your actions, you check alliances and collect taxes as normal. The Rival does not collect gold. Instead, clean up the dice from the Action Mat, and place the Rival's coins:

1. If there are already coins on the mat (there are none for Round 1), remove them, setting them aside.
2. Remove the 2 dice you played, replacing them with coins covering the slots. These are blocked for you for next round.
3. Remove the 2 Rival Action Slot dice. Give yourself 3 dice and the Rival 2 dice. It's now time to start the next round or enter a Scoring Phase.
4. Both you and the Rival must cull any excess Power Tokens in your Ally Pools down to 2 for each non-player house.

Scoring Phases

Victory points are awarded as in a Standard Game. Vengeance Tokens are given out to the player with the lower score and treated as in a Standard Game.

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Lead Developer: Michael Coe

Developers: Jason Washburn, Benjamin Shulman, Darren Werner, Nathan Hatfield

Editor: David Ladyman

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